

## Clash (Coco rating: -1) Learning: Easy-Moderate

### Cooperation Panorama: Competitive (Card shedding game using a common tableau)

Interaction: Two players play as many of their cards as possible onto a common tableau (2 players)

#### Description:

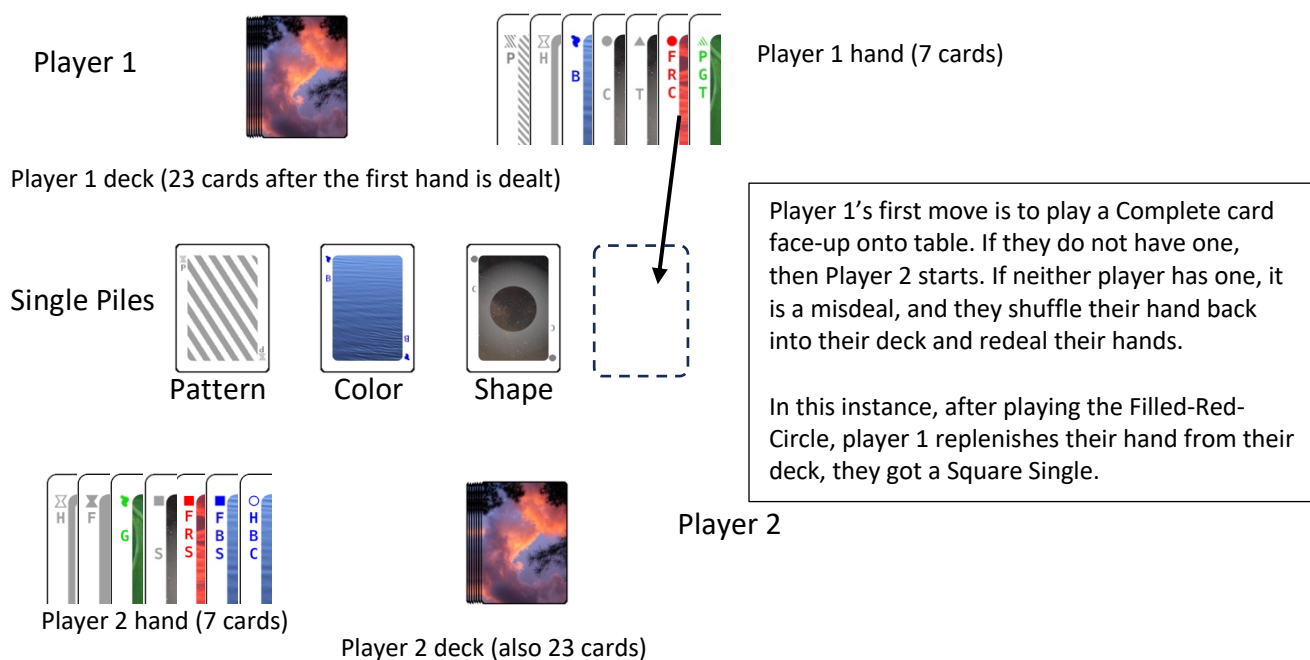
In this game, 2 players alternate turns, trying to discard all their cards onto a common board. They cannot directly affect their opponent's progress but can influence the state of the board for their opponent's turn.

#### Objective:

Be the first player to either get rid of all their cards, or, at the end of the game have gotten rid of more cards than their opponent.

#### Set-up:

Use all the Completes and all the Singles, but no T/F cards. Shuffle the deck and start revealing cards face-up until a Single from each category is found (1 Pattern, 1 Color, and 1 Shape). Lay these out face-up on the table in a central location. Combine all remaining cards in the deck, shuffle, and deal all the cards; each player will get 30. Players place this pile face-down in front of them on the table and deal themselves a hand of 7 cards. Keep these cards hidden from the opponent.

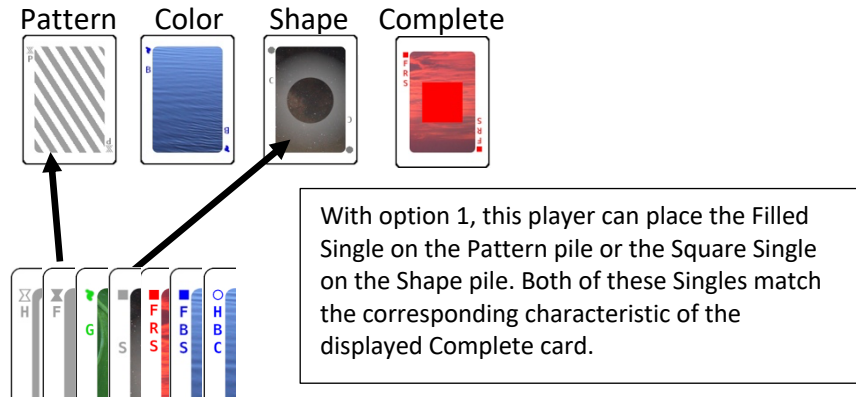


#### Gameplay:

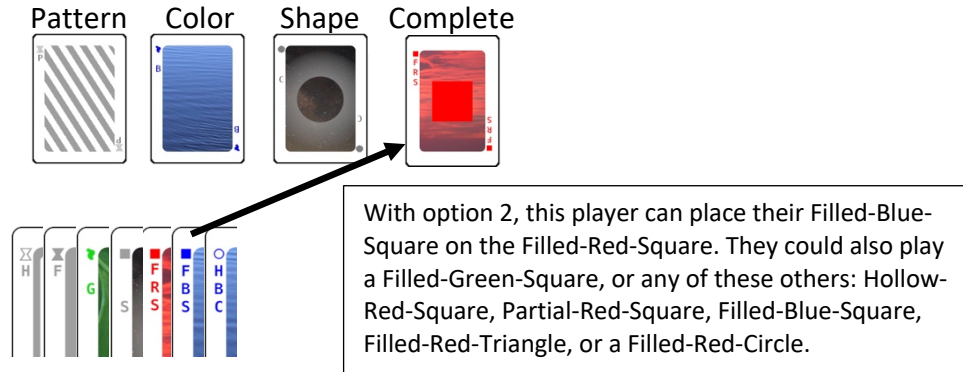
Dealer goes first (deal alternates if multiple rounds are played). The first player selects a Complete card from their hand and plays it face-up next to the three Singles on the table. That is all player one does on their first turn. After this, turns alternate.

A player may play as many cards from their hand as possible. On their turn, a player may select from 7 possible options (explained below) and repeat them in any order as many times as possible. A player may choose the same action many times. All the actions but one, allow a player to get rid of cards from their hand. If they can get rid of all 7 cards, they then replenish their hand with 7 new cards and their turn continues.

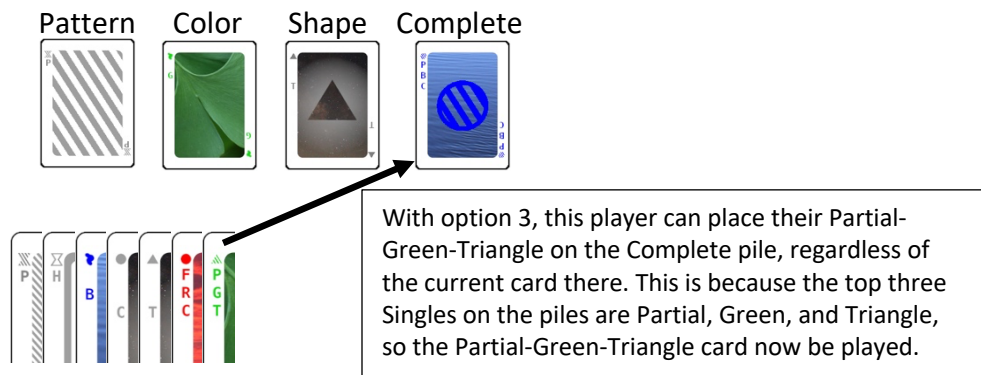
- 1.) Can play a Single on the corresponding category pile that matches a characteristic from the current face-up Complete card (and does not match the current face-up Single in that category).



- 2.) Can play a Complete card from your hand on top of the face-up Complete card if it matches TWO characteristics (e.g. a Hollow-Green-Triangle can be played on a Hollow-Green-Square, but a Partial-Blue-Triangle cannot be played on a Partial-Green-Square).

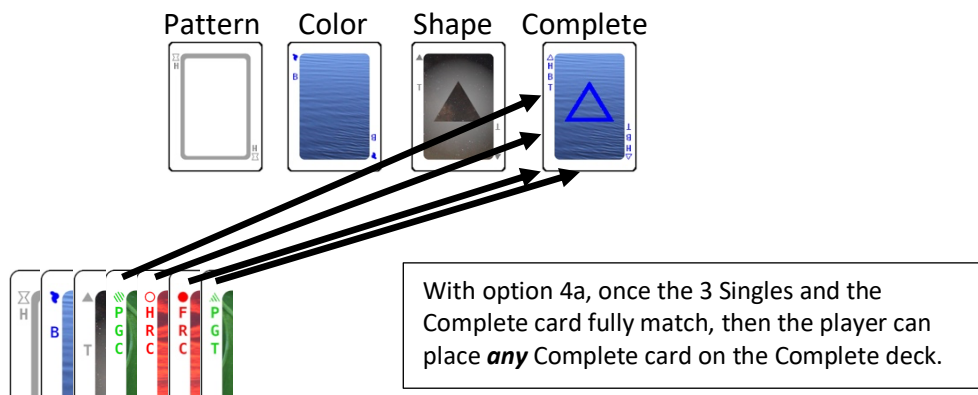


- 3.) Can play the Complete card that matches the three face-up Singles onto the Complete card pile, regardless of the current face-up Complete card on the pile.

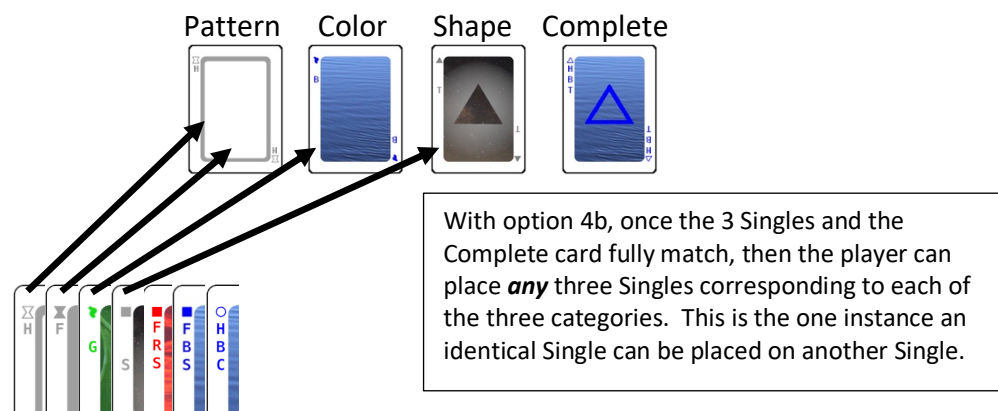


- 4.) If the three visible Single piles and the visible Complete card pile match (ie. three piles represent the same three characteristics as the Complete card), then the player can make one of the following actions:

- a. Place an arbitrary Complete card on the Complete card pile (independent of matching status)

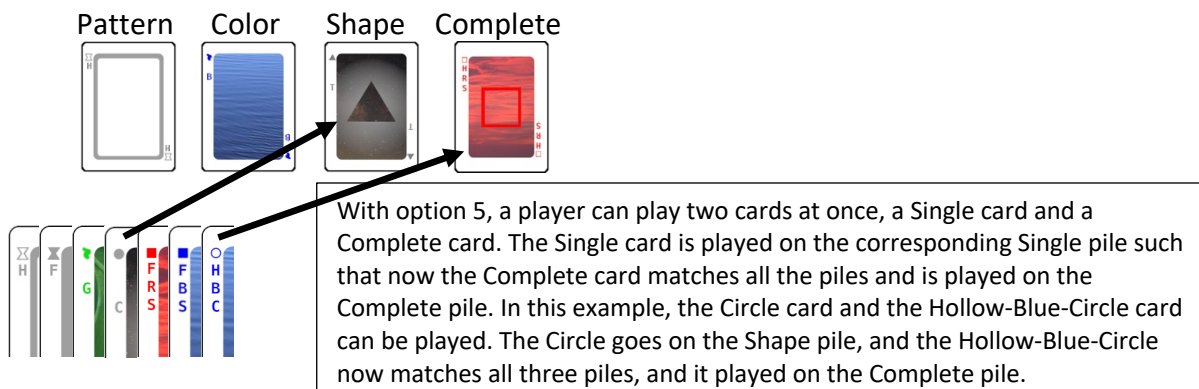


- b. Place three arbitrary Singles – one of each category – on each of the Single piles. In this case, and this case only, the three Singles played do not have to be different from the existing Singles on the piles. (In other words, when playing three arbitrary Singles in this option, the current Singles on the piles can be ignored.)

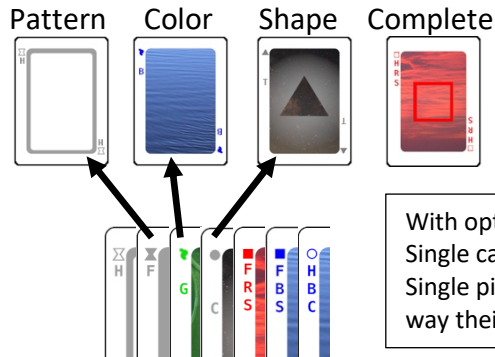


- c. If a player does not have a Complete card and they do not have at least one Single from each category, then they take no action, and their turn continues.

- 5.) Special Move: Play one Single AND one Complete card together if the following circumstances hold: The Complete card matches two of the Single piles, and the Single must match the third characteristic of the Complete card. The Single goes on the corresponding pile, the Complete card goes on the Complete card pile, and we have now created the trigger circumstances for action #4. By which play continues.



- 6.) On their final play of their turn, a player may place any Single from their hand on the appropriate Single pile, regardless of any matching status. This ends their turn.



With option 6, a player can end their turn by playing a Single card without restriction on the appropriate Single pile. Note: If a player plays their 7<sup>th</sup> card this way their turn does NOT continue.

- 7.) A player may pass their turn. They MUST pass their turn if they cannot play a card.

When a player takes option 6 or option 7, their turn is over, and the other player begins. They first replenish their hand from their deck to 7 cards, and then they continue playing taking as many of the options as they care to. They may be taken in any order, and any option can be repeated as many times as possible. Note that whenever they take option 6 or option 7 immediately ends their turn.

**Game End:**

The game ends one of two ways: (1) when the one player successfully plays their last card or (2) when neither player can make a move. In the first case, the game ends immediately and the player who got rid of all their cards is the winner. In the second case, whichever player has fewer cards left is the winner.

**Scoring:**

If scoring, the winner, if out of cards, gets points equal to the number of their opponent's remaining cards. If both players have cards left, then the winner gets points equal to the difference between the number of their remaining cards and their opponents remaining cards. If both players have the same number of remaining cards, there is no winner, and no points are awarded. The game is normally played to 10 points.